

# ROBERT SKIENA

## LAYOUT - PREVIS - TOOLS - ANIMATION

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### HIGHLIGHTS

- 24 years of Layout and Animation credits for small and large studios
- Strong leadership skills as a supervisor, team lead and a project manager
- Product Designer in Layout and Pipeline for Maya 3D at Autodesk
- Developer of powerful and user-friendly production tools
- Guest lecturer at Sheridan College in Animation Layout
- Dual citizen of both the US and Canada
- Skills: Layout, Animation, Previsualization, Tool Development, Pipelines
- Software: Maya, Adobe CS, Nuke, 3DS Max, Balsamiq, Python, MEL, Linux, Katana

### EXPERIENCE

#### **INDUSTRIAL BROTHERS, TORONTO, ON**

Layout Supervisor, 2019 – Present

- Supervising a team of 8 artists through all stages of Layout
- Delivering completed episodes weekly to outsourced animation studio
- Determining department workflows, schedules and assignments
- Developing and designing various layout production tools to improve efficiency

#### **SPIN VFX, TORONTO, ON**

Lead Layout Artist, 2018 – 2019

- Lead Layout artist for Film and Television effects projects
- Fulfilled Director and Client vision through cinematography and character blocking
- Developed and designed layout production tools and workflows

#### **SNOWBALL STUDIOS, TORONTO, ON**

Layout Lead, 2017 – 2018

- Lead Layout artist and team supervisor for multiple projects
- Managed artist workloads and mentored junior artists
- Ensure on time delivery of episodes for reviews and downstream departments

#### **ARC PRODUCTIONS, TORONTO, ON**

Layout Artist, 2015 – 2016

- Layout and Previs artist for multiple projects for Film and Television
- Performed sequence staging, character blocking and camera animation
- Developed and designed layout production tools, including a complete previsualization toolset

#### **AUTODESK, TORONTO, ON**

Principal User Experience Designer, 2011 – 2015

- Product Designer for Maya 3D in Layout, Open Data, Pipeline and Foundation
- Supervised previsualization and layout of a “Hyperspace Madness” short teaser
- Designed and developed Bonus Tools for users to access Open Data solutions

#### **SONY PICTURES IMAGEWORKS, CULVER CITY, CA**

Layout Artist, 2010

- Performed shot staging, scene layout, character blocking and camera animation
- Designed and developed patented layout production tools
- Inventor Patent 10445398: *Asset Management During Production of Media*

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## EXPERIENCE (CONTINUED)

### **REAL FX, DALLAS, TX**

Layout Artist, 2009 –2010

- Rough Layout artist for "Looney Tunes" theatrical stereoscopic shorts
- Performed shot staging, sequence layout, character blocking and camera animation

### **LAIKA, PORTLAND, OR**

Lead Layout Artist/Animator, 2006 –2009

- Designed and developed layout, previs and pipeline tools
- Performed shot staging, scene layout, character blocking and camera animation

### **DREAMWORKS FEATURE ANIMATION, GLENDALE, CA**

Layout Artist, 2003 –2005

- Rough and Final Layout artist on multiple projects

### **T.J. AND E. PRODUCTIONS, SAN RAFAEL, CA**

Animator/Technical Artist, 2000 –2002

- Rigger and animated characters for the game "Toejam and Earl III"

### **TIPPETT STUDIO, BERKELEY, CA**

Animator, 1998 –1999

### **DREAMQUEST IMAGES, SIMI VALLEY, CA**

Character Animator, 1997 –1999

### **MAINFRAME ENTERTAINMENT, VANCOUVER, BC**

Senior/Supervising Animator, 1996 –1997

## EDUCATION

### **VANCOUVER FILM SCHOOL, VANCOUVER, BC**

3D Animation and Visual Effects Program

### **UNIVERSITY OF MASSACHUSETTS, AMHERST, MA**

Bachelor of Arts, English

## INFORMATION

### **IMMIGRATION STATUS**

- US Citizen
- Canadian Citizen

### **CERTIFICATIONS**

- Pragmatic Marketing: Foundations, Focus, Build
- Certified Scrum Product Owner
- Member: Animation Guild, Local 839 IATSE

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